Spellblade Fighter

Infuse Weapons with the power of the elements

Spellblades imbue the power of the elements to augment the martial mastery of Fighters. Using spells and arcane imbuements to expand their combat skills, providing additional ways to engage enemies.

Level 3: Spellcasting

You have learned to cast spells. See chapter 7 for the rules on spellcasting. The information below details how you use those rules as a Spellblade.

Cantrips. You know two cantrips of your choice from the Wizard spell list (see that class's section for its list). Blade Ward and True Strike are recommended. Whenever you gain a Fighter level, you can replace one of these cantrips with another cantrip of your choice from the Wizard spell list.

When you reach Fighter level 10, you learn another Wizard cantrip of your choice.

Spell Slots. The Spellblade Spellcasting table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Spellblade Spellcasting

	Cantrips	Spells	— Spells Slots per Spell Level —			
Level	Known	Known	1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose three level 1 spells from the Wizard spell list. Burning Hands, Jump, and Shield are recommended.

The number of spells on your list increases as you gain Fighter levels, as shown in the Prepared Spells column of the Spellblade Spellcasting table. Whenever that number increases, choose additional spells from the Wizard spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 7 Fighter, your list of prepared spells can include five Wizard spells of levels 1 and 2 in any combination.

Changing your Prepared Spells. Whenever you gain a Fighter level, you can replace one spell on your list with another Wizard spell for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your Wizard spells.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for your Wizard spells.

Level 3: Element Enchantment

You can enchant a weapon with the power of the elements. As a Bonus Action, you can touch a Simple or Martial Melee Weapon and enchant it with one of the following damage types: Acid, Cold, Fire, Lightning, Poison, or Thunder. For the next minute, the weapon deals an extra damage equal to 1D4 of the chosen type when it hits. You may have up to two enchanted weapons at a time. While your weapon is enchanted, it can be used as a Spellcasting Focus for your spells. You can use this ability equal to your Proficiency Bonus. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

Level 7: Elemental Defense

When you take Acid, Cold, Fire, Lightning, Poison, or Thunder damage, you can use your Reaction to give yourself resistance to that damage for 1 minute. You can only gain one resistance at a time using this feature. You can use this reaction a number of times equal to your ability modifier that your spellcasting ability is based off of, and you regain all expended uses when you finish a long rest.

Level 10: Enhanced Imbuement

Your enchantments gain more power and gain other effects. Your enchantments gain the following effects based on which damage type is chosen. If an enchantment effect requires a Saving Throw, the DC is 8 plus your Strength or Dexterity modifier plus your Proficiency Bonus.

Element Table

Element	Effect
Acid	Extra Damage is increased to 1D6. Target must subtract 1D4 from attack rolls or saving throws for the next minute.
Cold	Extra Damage is increased to 1D8. Target's speed is reduced by 10ft and cannot take the Dash action until the start of your next turn.
Fire	Extra damage is increased to 1D8.
Lightning	Extra damage is increased to 1D6. Up to three creatures of your choice within 10ft of the target must succeed on a Dexterity saving throw or take 1D4 Lightning damage.
Poison	Extra damage is increased to 1D8. Target must succeed on a Constitution Saving Throw or it gains the Poisoned condition for 1 minute. At the end of each of its turns, the Poisoned target repeats the save, ending the effect on itself on a success.
Thunder	Extra damage is increased to 1D6 and rings with thunder that is audible within 50 feet of you. Additionally the target is pushed 15ft away from you

Level 15: Elemental Mastery

When you hit a target with an melee weapon attack roll with an enchanted weapon, the extra damage ignores resistance and treats immunity as a resistance.

In addition, when you roll the extra damage, you can treat any 1 on a damage die as a 2.

Level 18: Enchantment Master

Your enchantments reach mastery and have the following effects based on which damage type is chosen:

Element Table

Element	Effect
Acid	Extra damage is increased to 1D8. Target's AC is reduced by 1 until the start of your next turn. A target can be affected by only one instance of this effect at a time–the most recent one.
Cold	Extra damage is increased to 1D10. Target's speed is reduced to 0 and cannot take Reactions until the start of your next turn.
Fire	Extra damage is increased to 1D12. The target takes 1D6 Fire damage on the start of its turn for the next minute. The target can use its action to end the effect early.
Lightning	Extra damage is increased to 1D8. Target must succeed on a Constitution Saving Throw or have the Stunned condition until the start of your next turn.
Poison	Extra damage is increased to 1D10. Target must on a Constitution Saving Throw or it gains the Poisoned condition for 1 minute. Target also loses Hit Points equal to your Proficiency Bonus at the end of its turns for 1 minute.
Thunder	Extra damage is increased to 1D8 and rings with thunder that is audible within 100 feet of you. Target must succeed on a Wisdom saving throw or be deafened and unable to cast spells with a verbal component until the start of your next turn.